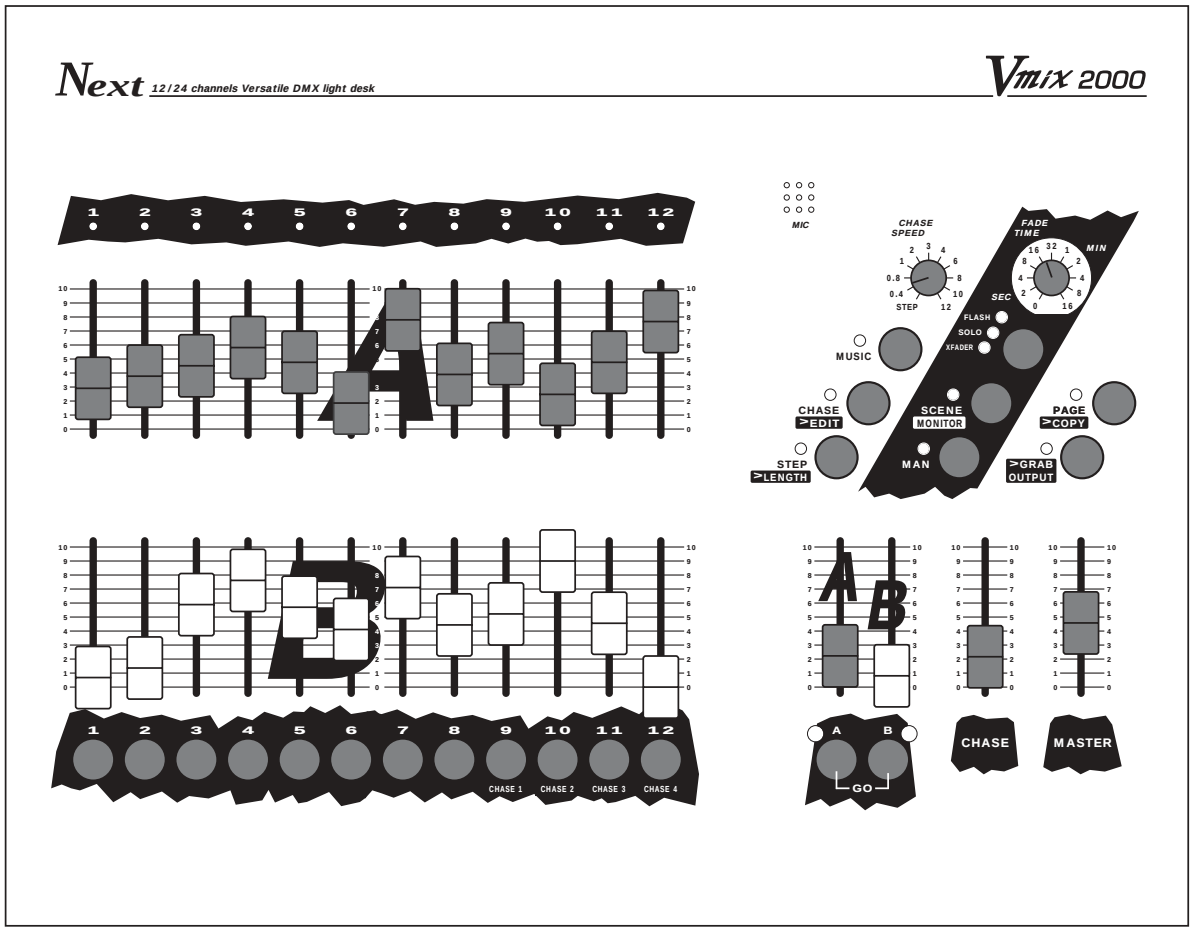
Next Vmix 2000

Adobe Acrobat® version

12/24 channels Versatile DMX light desk

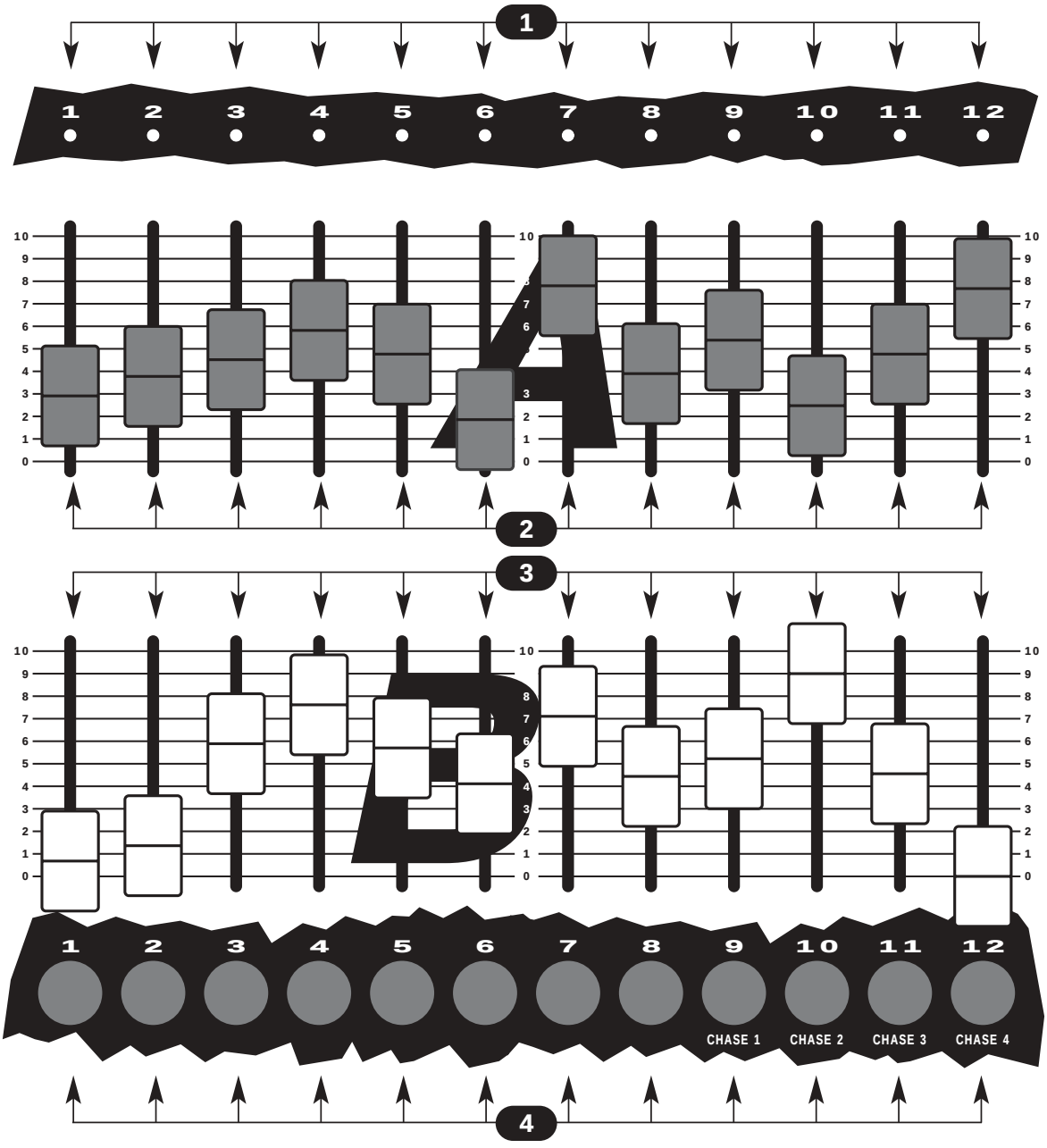


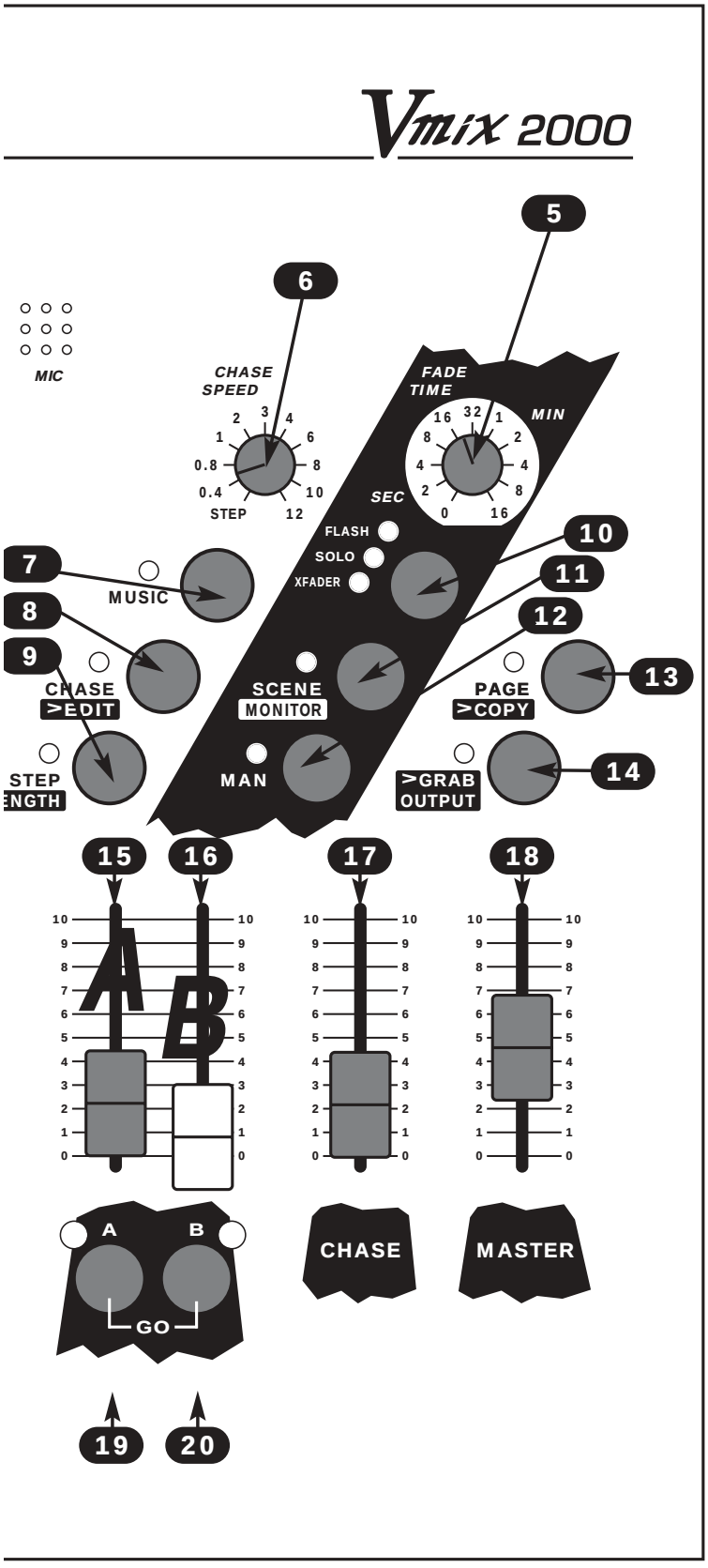
GB **USER'S MANUAL**

GB

We congratulate you on your purchase of V-MIX 2000. Before proceeding of the use of this product it should be necessary to read carefully the following user's manual to install it correctly and to make the most of its potentialities.

Next 12/24 channels Versatile DMX light desk





1 OUTPUTS MONITOR

2 12 UP FADERS “A”

3 12 DOWN FADERS “B”

4 12 FLASH KEYS

5 FADE TIME KNOB

6 SPEED KNOB

7 MUSIC KEY

8 CHASE / EDIT KEY

9 STEP / LENGTH KEY

10 SCENE MODE FLASH / SOLO / XFADER KEY

11 SCENE / MONITOR KEY

12 MAN KEY

13 PAGE / COPY KEY

14 GRAB KEY

15 PRESET A FADER

16 PRESET B FADER

17 CHASE FADER

18 MASTER FADER

19 PRESET A KEY

20 PRESET B KEY

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1.2 Acessories issued with the equipment and relative documentation

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1.1 Unpacking of the equipment

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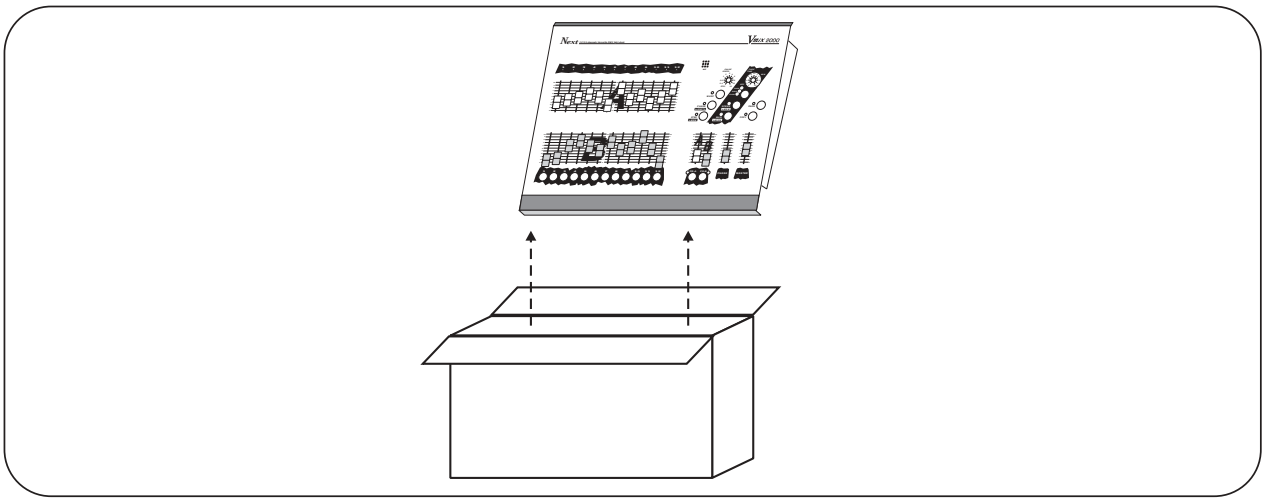
Open the box; take the ballast and the documentation out.

Take the equipment out of the box as shown in the picture below.



1.2 Acessories issued with the equipment and relative documentation

Verify the contens of the packing.
If one of the following parts of the packing is missing or damaged, please, contact your dealer immediately.

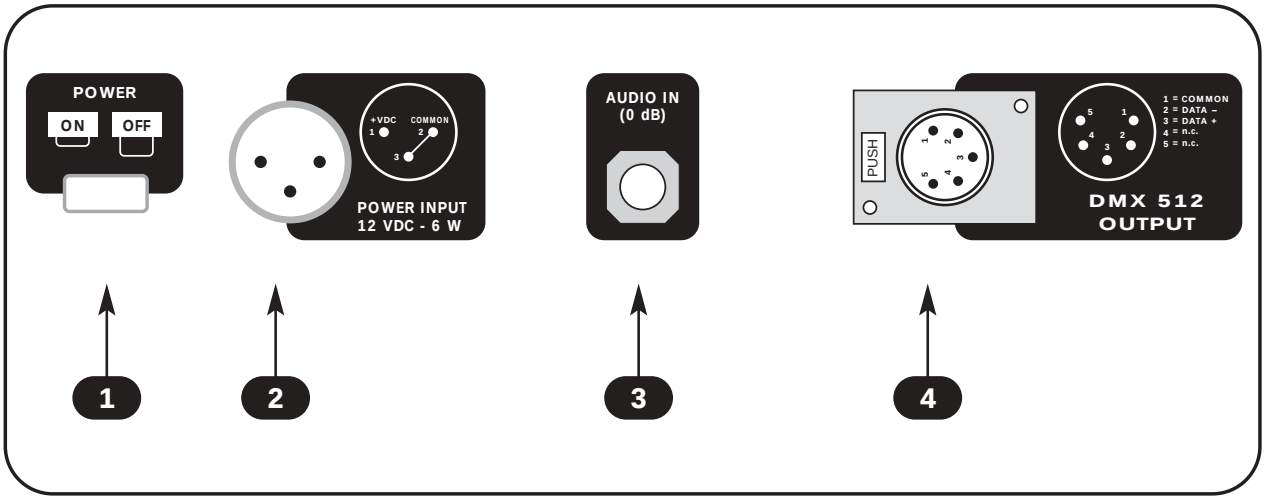
A) User's manual
B) VM2K Ballast

A

B

2.1 Description of the rear panel and installation

GB



1 **Power key**

2 **12 Vdc power INPUT with a 3-pin cannon connector.**

3 **0 dB audio signal INPUT with a mono / stereo jack connector.**

4 **Standard DMX 512 signal OUTPUT with a 5-pin cannon connector.**

2.2 DMX 512 OUTPUT CONNECTION

Make sure you are using a shielded twisted cables suitable for the transmission of the DMX 512 signal with connectors of good quality and connection as shown on the side of the connector.

Plug the 5-pin cannon connector coming from the dimmer completly in the DMX 512 output **4**

Use the “push” safety hook to disconnect it and than extract it gently.

ATTENTION: the shielded part of the cable must never be connected to the ground of the electrical system as this could cause faults during the working of the controller.

THE DMX CHANNEL OUT ARE:
N° 1 / 12 DOUBLE PRESET MODE
N° 1 / 24 SINGLE PRESET MODE (WIDE)

2.3 Input connection for power supply

GB

Plug the 3-pin cannon connector of the ballast completly in the power input 2

Use the “push” safety hook to disconnect it and extract it gently.

ATTENTION: do not use ballast different from the one supplied, it could cause serious damages at the internal circuitation.

Do not connect the 3-pin cannon connector in other appliances, it has been studied to be used only in this controller.

2.4 Connection of the ballast to the electric system

MAKE SURE THAT VOLTAGE AND POWER FREQUENCY CORRESPOND TO WHAT IS REPORTED ON THE BALLAST PLATE.

The supplied ballast has a plug, therefore you should only plug it in the socket.

Press ***Power key*** 1 to verify the correct installation.

If pressing the ***Power key*** no one led light up, please check if there is tension in the electric socket or check the connection between ballast-controller and ballast-electric socket.

If the problem persist, please consult your dealer.

The Vmix factory default mode is **12 channels DOUBLE PRESET** operation.

3.1 Activation of 24 Channel single preset mode (WIDE)

This procedure allows to go in 24 channels single preset operation.

-Turn off the V-MIX through ***Power*** key placed on the rear.
-Hold pressed the **MAN** key (Fig.1) and Turn on the V-MIX through ***Power*** key placed on the rear **at the same time.**

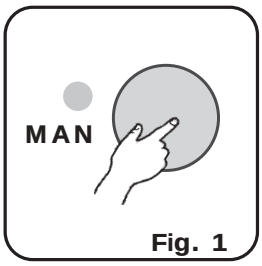


Fig. 1

Now the Mixer is ready to work in 24 channels SINGLE PRESET operation.

3.2 Activation of 12 Channel double preset

This procedure allows to go in 12 channels double preset operation.

-Turn off the V-MIX through ***Power*** key placed on the rear.
-Hold pressed the **SCENE** key (Fig.2) and Turn on the V-MIX through ***Power*** key placed on the rear **at the same time.**

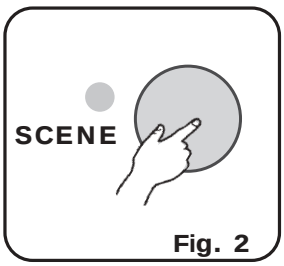


Fig. 2

Now the Mixer is ready to work in 12 channels DOUBLE PRESET operation.

This function allows to modify manually each output single channel

Pressing **MAN** key the PRESET MANUAL function is activated (Fig.3)

The activation of the function has signalled from the red light to side of the same key.

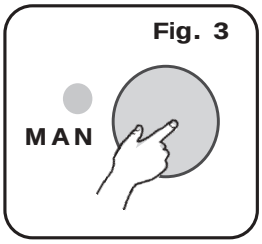


Fig. 3

USE OF MASTER FADER:

The MASTER fader checks the general level of the output channels.
Keep the MASTER fader to the maximum.

Keep the PRESET A fader to the maximum. (100%) and the PRESET B fader to the zero value, through the PRESET A fader you can control the general level of the preset A. The 12 upper fader control the single intensity of the channels of the preset A.
Keep the PRESET A fader to zero value. and the PRESET B fader to the maximum. (100%), through the PRESET B fader you can control the general level of the preset B. The 12 upper fader control the single intensity of the channels of the preset B.

Through the two A and B PRESET faders is possible to mix between them the channels of the preset A with those of the preset B.

In WIDE operation (24 channels) the up faders control the 1 / 12 channels, and the down faders control the 13 / 24 channels.
The PRESET A fader control the general level of the 24 channels of the A+B presets.
The output monitor show one of the two banks (12 channels each one);
PRESET A key = 1 / 12 channels; PRESET B key = 13 / 24 channels.

USE OF FLASH KEYS:

The 12 keys that are under down faders keep the output 1 / 12 channel to the maximum value (100%).
In WIDE operation the FLASH keys correspond to the output monitor;
PRESET A key = 1 / 12 channels; PRESET B key = 13 / 24 channels.

3.4 "GO" function

When you are using the PRESET MANUAL function (MAN) you can activate the automatic mixing between the two A and B presets (GO function).For the activation of the function is essential that one of the two preset is active in output (100%) while the other is to zero value.

Pressing at the same time the two under keys the PRESET A and B faders (Fig.4) you active the GO function;the level of the active preset at 100% begin to descend to the zero value while the level of the preset don't activate salt to the maximum value.You can set the time of passage between the two presets through the FADE TIME knob (Fig.5).

During this passage the XFADER light flashes to point out that the GO function is active, while the green indicator to the side of the PRESET A and B keys points out the DESTINATION preset, that is what at the end of the passage will be in output at 100%.

In any moment is possible intervene in manual way on the level of the incoming preset and on the level of the closing preset, intercepting through the two PRESET A and B faders the actual levels.

As soon as intercepted the level of entry or of gone out the automatic function comes disabled and the control becomes manual.

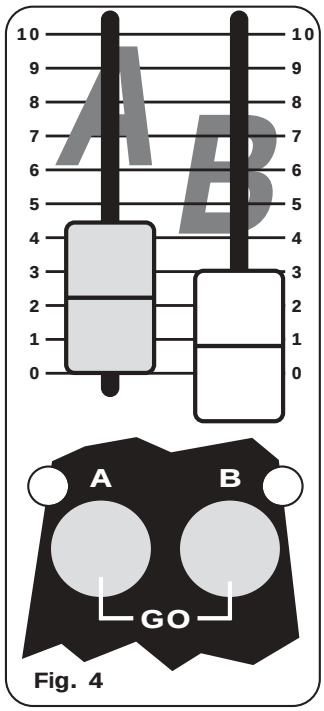


Fig. 4

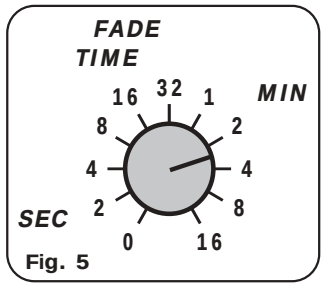


Fig. 5

In WIDE operation the GO function is inactive.

4.1 GRAB function

The GRAB function allows to memorize the state of the channels of output (SCENE) in one of the 12 registers of memory or the CHASE currently active (and his speed of slide).

You also see: **6.1** ***Example of working*** / **6.2** ***Copy of the registers***

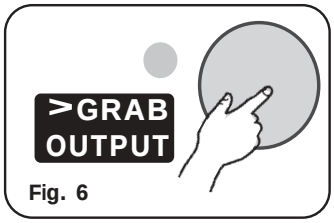


Fig. 6

Memorization of the state of the channels of output (SCENE) in a register of memory

PRELIMINARY OPERATIONS:

- Keep the PRESET A, PRESET B and MASTER faders to the maximum. (100%)
- Keep the CHASE fader to zero value (the light on channels of CHASE, if active, won't have memorized in the SCENE).
- Create in output the scene that you want to memorize (in any operational formality).
- Now in the outputs monitor and in output you will have a preview of the SCENE.
- Press for over 1 second the GRAB key (Fig.6). (the GRAB + SCENE red lights must flash)
- On the outputs monitor comes automatically selected the register of active memory.
- Select, if different from the active one, the register of memory on which memorize the SCENE.
- Press the GRAB key (Fig.6) for confirm and conclude the copy, otherwise another key for get out of the copy, with no modification.

Assignment of the CHASE currently active to a register of memory (9,10,11,12 only registers):

PRELIMINARY OPERATIONS:

- Keep the PRESET A and PRESET B faders to zero value.
- Keep the CHASE and MASTER faders to the maximum. (100%).
- Select through the CHASE function (Par. 5.2) the chase to memorize (in any operational formality).
- Regulate the speed desired through the SPEED knob (also the speed will come memorized).
- Now in the outputs monitor and in output you will have a preview of the CHASE.
- Press for over 1 second the GRAB key (Fig.6). (the GRAB + CHASE red lights must flash)
- On the outputs monitor comes automatically selected the register of active memory (9 / 12).
- Select, if different from the active one, the register of memory on which memorize the CHASE.
- Press the GRAB key (Fig.6) for confirm and conclude the copy, otherwise another key for get out of the copy, with no modification.

THE REGISTERS OF MEMORY ARE NOT
MEMORIZED, THEY CONTAIN EMPTY SCENES.

FOR ASSIGN A SCENE OR A CHASE TO REGISTERS OF
MEMORY CONSULT THE PARAGRAPHS:

- 4.1 GRAB FUNCTION
- 6.1 EXAMPLE OF WORKING

4.2 REGISTER OF MEMORY (SCENE) mode

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Pressing **SCENE** key the **SCENE** function is activated. (Fig.7)

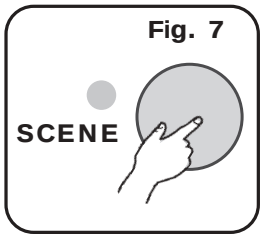

Fig. 7

The activation of the function has signalled from the red light to side of the same key.

The 12 lower faders (B) become REGISTERS Of MEMORY, now each of them doesn't control more a single channel, but a memory.

Each memory could contain a **SCENE** or a **CHASE** (only for 9-12 memorys).

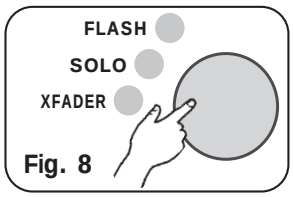

Fig. 8

SEE **GRAB** FUNCTION (Par 4.1)

The 12 upper faders (A) become faders of MODIFICATION and each of them checks a single channel of the scene in output.

Keep the PRESET A and B fader to the maximum. (100%).

The **PRESET A** fader control the general level of the modification done by **12 upper faders.**

The **PRESET B** fader control the general level of the registers of memory in output.

Through the **SCENE MODE** key set above the **SCENE** key are activated the three operational ways in sequence:(Fig.8)

FLASH: Par 4.3 **SOLO: Par 4.4** **XFADER: Par 4.5**

4.3 FLASH operation

GB

In this operational way the initial position of the 12 faders is zero.

Each register of memory (lower faders 1 / 12 fig.9) command a memory in output; it is possible add more memories simply moving the corresponding fader.

The 12 **FLASH** keys under the lower faders (fig.9) keep the value of the register of memory 1 / 12 to the maximum value.

in **WIDE** operation the outputs monitor visualizes through the **PRESET A** key the channels 1 / 12; through the **PRESET B** key the channels 13 / 24.

4.4 SOLO operation

The **SOLO** operation is the same to the **FLASH** operation except that for the function of the **FLASH** keys.

The 12 **FLASH** keys under the lower faders (fig.9) keep the value of the register of memory 1 / 12 to the maximum excluding all the other registers of active memory, therefore you have in output **ONLY** that memory till that you hold pressed the **FLASH** key.

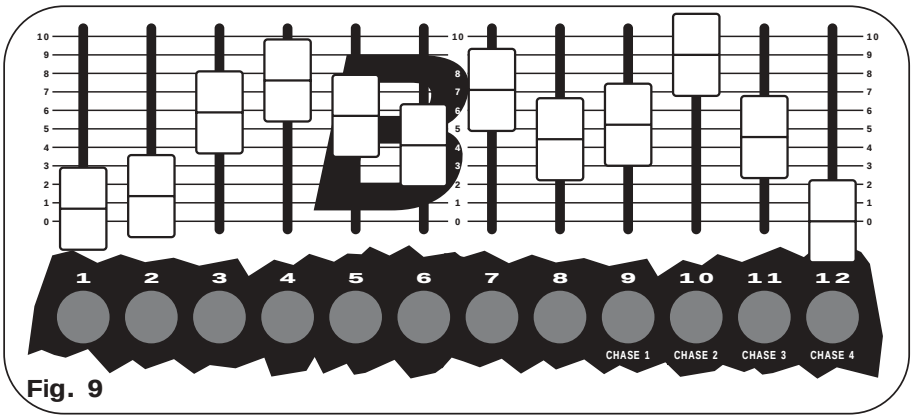

Fig. 9

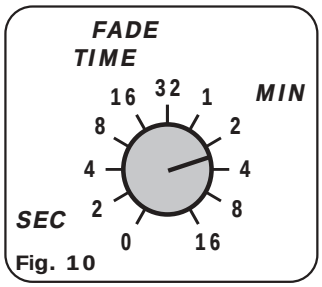

Fig. 10

4.5 XFADER operation

In this operational way the initial position of the 12 faders is at the maximum(100%); and only one register of memory at a time is active in output.

For activate one of the 12 registers of memory you must verify that the cursor is to the maximum (100%) and select the correspondent **FLASH** key (Fig.9) that in this case acts from key of selection of the register in output.

The time of passage between two registers is adjustable from the **FADE TIME** knob (Fig.10); during the passage the **XFADER** red light flashes.

If you want to dissolve the register of memory currently active in output, press again the correspondent key of activation.

Pressing the **SCENE** key, on the outputs monitor you see the number of the register currently active, for return to visualize the levels of output press it again.

In **WIDE** operation the outputs monitor visualizes through the **PRESET A** key the channels 1 / 12; through the **PRESET B** key the channels 13 / 24.

4.6 Modification of the Register of Memory

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IN THE FLASH / SOLO / XFADER MODE Through the 12 upper faders (A) is possible to modify the value of the single channels that they compose the SCENE in output.

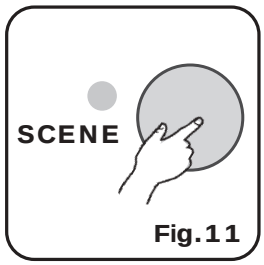

Fig.11

MAKE SURE TO HAVE ACTIVATED THE SCENE MODE OPERATION (Fig.11).
IT IS NOT POSSIBLE TO MODIFY REGISTERS CONTAINING A CHASE.

Keep the PRESET A and B fader to the maximum. (100%).
Through the 12 upper faders (A) is possible to modify the value of the single channels that they compose the **SCENE** in output.
With the fader is necessary "hook" (catch mode) the value of output of each channel and keep it to the desired level.
The **PRESET A** fader control the general level of the modification done.
The **PRESET B** fader control the general level of the registers of memory in output.
When you keep the **PRESET A** fader to the zero value the modified channels remain to zero
For restore the values of the **REGISTER OF MEMORY** keep it to zero value.
When you keep **ALL** the **REGISTER OF MEMORY** to the zero value all the modified channels will go to zero level
For save in memory in a permanent way the made modifications you must press for over 1 second the **GRAB** key, automatically the software will select the register of memory in use and will visualize it on the outputs monitor.
To select another **register**, between the twelve available, press one of the **1 / 12 FLASH** keys.
Press the **GRAB** key again to save the modifications you done, otherwise another key for get out of the function, with no modification.
The modified scene could be used also without have memorized, the modifications will stay active till that the corresponding fader doesn't come kept to zero value.

In **WIDE** operation the outputs monitor and the faders of modification are relative to the channels 1 / 12 through the **PRESET A** key,
while they will be relative to the channels 13 / 24 through the **PRESET B** key.

4.7 DIRECT function

MAKE SURE TO HAVE ACTIVATED THE SCENE MODE OPERATION (Fig.11)

The **DIRECT** function allows to select 12 / 24 channels with manual control

The **DIRECT** function is activated pressing for two second the **MUSIC** key. (Fig.11 / B)

The activation of the function has signalled from the flashes of the green light to side of the same key.

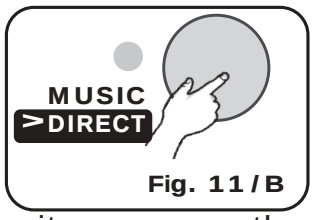

Fig. 11 / B

When the **DIRECT** function is activated,on the outputs monitor you see the channels with manual control currently active; for select a different one, between the twelve available, press one of the **1 / 12 FLASH** keys.

In **WIDE** operation the outputs monitor and the faders of manual control are relative to the channels 1 / 12 through the **PRESET A** key,
while they will be relative to the channels 13 / 24 through the **PRESET B** key.

4.8 PAGE function

GB

This function allows to select the page of active memory between the 12 available

Pressing **PAGE** key the **PAGE** function is activated. (Fig.12)

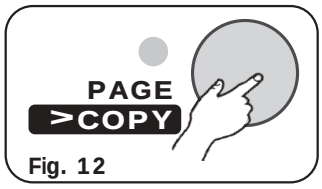

Fig. 12

The activation of the function has signalled from the red light to side of the same key.

On the outputs monitor you see the page currently active;
for select a different one, between the twelve available, press one of the 1/12 FLASH keys.
Press another key for get out of the copy, with no modification.

THE V-MIX 2000 CONTAINS 12 REGISTERS OF MEMORY FOR EACH PAGE .
THE PAGES OF MEMORY ARE 12.
IN TOTAL IT IS POSSIBLE HAVE 144 REGISTERS OF AVAILABLE MEMORY.

NOTE:
THE REGISTERS OF MEMORY CURRENTLY ACTIVE IN OUTPUT (the registers in the SCENE operation with the faders different from zero) ALWAYS MAINTAIN PRIMARY PAGE.
ONLY THE REGISTERS THAT COME KEPT TO ZERO VALUE ARE ADJOURNED WITH THE NEW PAGE OF MEMORY .

4.9 PAGE COPY function

This function allows to copy a whole page of memory. The Registers of memory 1-12 comes copied in an other page.

USE THIS FUNCTION WITH CAUTION!!.
THE PRECEDING CONTENT OF THE PAGE OF MEMORY OF DESTINATION IS CANCELED AND THE DATA COME LOST

The PAGE COPY function is activated pressing for two second the PAGE key. (Fig.13)

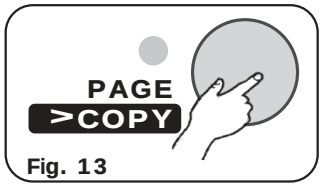

Fig. 13

The activation of the function has signalled from the red light to side of the same key.

On the outputs monitor you see the page currently active;
for copy it in an other, between the twelve available, press one of the 1/12 FLASH keys.
Press another key for get out of the copy, with no modification.

5.1 CHASE SECTION

GB

A CHASE is a play of lights, he is made of a sequence of steps (from 1 to 12 max).

The **CHASE** fader (Fig.14) checks the level of output of the **CHASE** currently active; **keep the CHASE fader to the maximum** (100%)

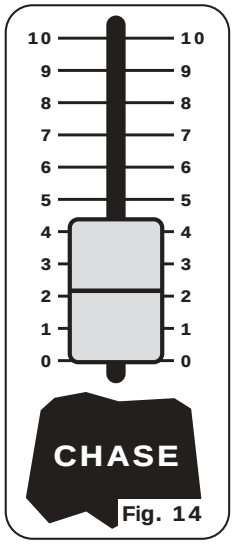

Fig. 14

Through the **SPEED** knob (Fig.15) you can regulate the speed of the currently active **CHASE** (the time of passage between the steps of the same chase).

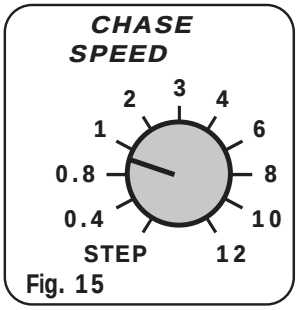

Fig. 15

5.2 CHASE function

The **CHASE** function allows to select the **CHASE** active.

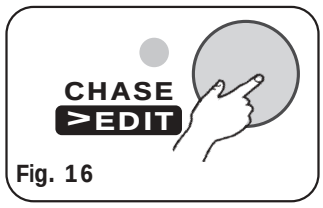

Fig. 16

The **CHASE** fader (Fig.14) checks the level of output of the **CHASE** currently active; **keep the CHASE fader to the maximum**

Through the **SPEED** knob (Fig.15) you can regulate the speed of the currently active **CHASE** (the time of passage between the steps of the same chase).

Pressing the **CHASE** key, on the outputs monitor you see the **CHASE** currently active; for select a different one, between the twelve available, press one of the **1 / 12 FLASH** keys.
Press another key for get out of the copy, with no modification.

5.3 LENGTH function

The **LENGTH** function allows to select the last step of the **CHASE** currently active.

The **LENGTH** function is activated pressing for two second the **STEP** key. (Fig.17)

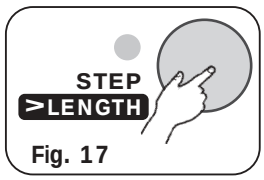

Fig. 17

The activation of the function has signalled from the red light to side of the same key.

Pressing the **LENGTH** key, on the outputs monitor you see the last step of the **CHASE** currently active; for select a different one, between the twelve available, press one of the **1 / 12 FLASH** keys.
Press another key for get out of the copy, with no modification.

Each **CHASE** is a whole of steps (from 1 to 12 max) in sequence, when arrive to the last step, it restart from the first. For motives of synchronism between the last step and the first is at times necessary that the last is different from 12.

5.4 EDIT CASE function

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The EDIT CHASE function allows to modify the single steps of the CHASE currently active.

The EDIT CHASE function is activated pressing for two second the CHASE key. (Fig.18)

The activation of the function has signalled from the red light to side of the same key.

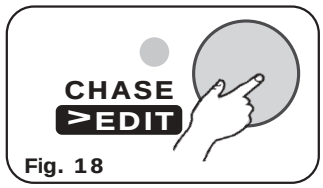

Fig. 18

Through the SPEED knob you see, in any moment, the preview of the CHASE.
Only rotating this knob on the left, on the STEP position is possible to modify the step (the STEP red light turn on).

Through the 12 upper faders is possible to modify the value of the single channels that they compose the step, through the FLASH keys 1 / 12 turn on / off one of the 12 channels in a rapid way.
For see and to modify the following step press the STEP key.
Pressing the SCENE key, on the outputs monitor you see the number of the step currently active, for return to visualize the levels of output press it again.
For finish the modification of the steps of the CHASE, press the CHASE key.
To modify the number of steps that they compose the CHASE you see LENGTH function **(par 5.3)**

NOTE. ALL THE MODIFICATIONS TO THE LEVELS WILL COME HOWEVER MEMORIZED.

In WIDE operation the outputs monitor and the faders of modification are relative to the channels 1 / 12 through the PRESET A key,
while they will be relative to the channels 13 / 24 through the PRESET B key.

5.5 MUSIC function

The MUSIC function allows to activate the advancement of the steps of the CHASE to rhythm of music.

The MUSIC function is activated pressing the MUSIC key. (Fig.19)

The activation of the function has signalled from the green light to side of the same key.

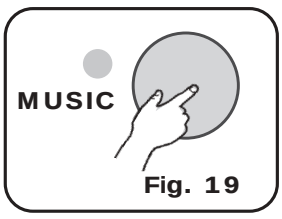

Fig. 19

Through the SPEED knob is possible vary the sensibility of the musical sensor.
The musical sensor receives the audio signal from the rear audio input or from the built-in microphone. (If to the rear input you connect a jack the built-in microphone is deactivated).
The input music signal is a 0dB mono / stereo so it could be taken from sound sources like Mixer, CD, Dat etc.

IT IS ABSOLUTELY FORBIDDEN TO CONNECT TO THIS INPUT ANY POWER SIGNALS FOR ACOUSTIC SPEAKER COMING FROM AMPLIFIED MIXER OR AMPLIFIER!!

6.1 Example of working

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The V-MIX 2000 thanks to his evolved software simplify notably all the functions of use and progamming.

EXAMPLE OF CREATION OF A SCENE AND TRANSFER TO A REGISTER OF MEMORY.

- Keep the MASTER fader and PRESET A / B to the maximum and the CHASE fader to zero.
- Activate the **MAN** operation and create in output the **SCENE** desired through the faders.
- Now in output you have the preview of the **SCENE** to transfer.
- Press for over 1 second the **GRAB** key.
- The **GRAB** function know that you are memorizing a **SCENE** (the **GRAB** and **SCENE** red lights to side of the same keys flashes).
- The **OUTPUT MONITOR** show the number of the register in use.
- Select through the **1 / 12 FLASH** keys the register of destination of the **SCENE** (is not necessary select it if is the same of that currently in use).
- Press **GRAB** key for memorize the **SCENE** in the selected register.
- Now the selected register contains the **SCENE**; for use the registers go to **SCENE** operation.

EXAMPLE OF MODIFICATION TO A REGISTER OF MEMORY IN SCENE MODE.

- Keep the **MASTER** fader to the maximum. and the **CHASE** fader to zero.
- Keep the **PRESET A** and **B** fader to the maximum. **(100%).**
- The **PRESET A** fader control the general level of the modification done by **12 upper faders.**
- The **PRESET B** fader control the general level of the registers of memory in output.
- Activate the **SCENE** mode and recall in output the desired **SCENE (one or more)**.

In the **XFADER** operation only one scene at a time is active in output through the **FLASH** keys **(keep the FADE TIME knob to zero otherwise wait the flash of the XFADER red light stop).**
- To modify each single channel through the 12 upper faders; "hook" (catch mode) the value of output of each channel and keep it to the desired value .
- Now you have the preview of the **SCENE** to transfer.
- Press for over 1 second the **GRAB** key.
- The **GRAB** function know that you are modifying a **SCENE** (the **GRAB** and **SCENE** red lights to side of the same keys flashes).
- Press **GRAB** key for memorize the **SCENE** modified.

EXAMPLE OF TRANSFER OF ACTIVE CHASE IN A REGISTER OF MEMORY;
(ONLY REGISTER 9 - 10 - 11 - 12).

- Keep the MASTER and CHASE fader to the maximum PRESET A and PRESET B to zero.
- Activate the **MAN** operation and select the chase desired through the CHASE function.
- Regulate the desired speed of **CHASE** through **SPEED** knob.
- Now you have the preview of the **CHASE** to transfer.
- Press for over 1 second the **GRAB** key.
- The **GRAB** function know that you are memorizing a **CHASE** (the **GRAB** and **CHASE** red lights to side of the same keys flashes).
- The **OUTPUT MONITOR** show the number of the register in use.
- Select through the **9 / 12 FLASH** keys the register of destination of the **CHASE** (is not necessary select it if is the same of that currently in use).
- Press **GRAB** key for memorize the **CHASE** in the selected register.
- Now the selected register contains the **CHASE**; for use the registers go to **SCENE** operation

6.2 Copy of the registers

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COPY OF THE SCENE CONTAINED IN A REGISTER IN AN OTHER REGISTER

- Keep the **MASTER and PRESET A** faders to the maximum and the **CHASE** fader to zero.
- Activate the **SCENE** mode and recall in output the desired **SCENE** to copy.
- Press for over 1 second the **GRAB** key.
- The **OUTPUT MONITOR** show the number of the register in use.
- Select through the **1 / 12 FLASH** keys the register where you want to copy the **SCENE**.
- Press **GRAB** key for memorize the copy.
- Now the selected register contains the copy of the **SCENE.**

COPY OF THE SCENE CONTAINED IN A REGISTER IN AN OTHER REGISTER OF A PAGE OF MEMORY DIVERGED FROM THAT IN USE.

- Keep the **MASTER and PRESET A** faders to the maximum and the **CHASE** fader to zero.
- Activate the **SCENE** mode and recall in output the desired **SCENE** to copy.
- Select the **PAGE OF MEMORY** of destination of the copy through the **PAGE** Function.
- Press for over 1 second the **GRAB** key.
- The **OUTPUT MONITOR** show the number of the register in use.
- Select through the **1 / 12 FLASH** keys the register where you want to copy the **SCENE**.
- Press **GRAB** key for memorize the copy.
- Now the selected register contains the copy of the **SCENE.**
- The page currently in use has become that of destination.

USE OF THE GRAB FUNCTION

The GRAB function is of fundamental importance for the progamming of the V-MIX 2000; but his use has made extremely simple.

It is main point remember that the GRAB function captures all the levels of output and it transfers them in a register of memory; it allows to memorize the exact present scene in output.

It's indifferent in the way in which you have created that scene.
What comes memorized is exactly what you see on the outputs monitor and on the stage.

THE LEVELS OF OUTPUT GIVEN BIRTH TO THE CHASE DOESN'T COME MEMORIZED, THEREFORE IT IS ADVISABLE KEEP TO ZERO THE CHASE FADER DURING THE GRAB FUNCTION.

Technical features

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Technical features: programming

Number of channels controlled separately: **12 / 24 (WIDE)**
Double preset / Single preset **(WIDE)**
Number of register for any page: **12 containing SCENE / CHASE**
Total page of memory: **12**
Total memory's scene: **144**
Number of CHASE in MEMORY: **12 (modifiable)**
Number of STEP for any CHASE: **MAX 12**, **LEVEL** or **ON / OFF** types
Total Number of the executable CHASE at the same time : **5**

Technical features: output signal

Kind of output signal: **DMX512 / 1990**
Output connector: **5-pin cannon connector**
Max number of dimmer connected to the DMX output: **32**
Number of DMX channels: **12 (24 ch. WIDE mode)**

Technical features: storage of settings

Kind of storage / size: **EEPROM / 64 Kbit**
Length of data maintenance without power supply: **> 40 years**
Number of entries cycles: >**10.000.000**

Climatic condition for the use

Humidity: **35% ÷ 80%**
Temperature: **5 ÷ 50 °C**

Power supply

Voltage / current: **12 Vdc / 240 mA**

Technical features: audio input

Source: **Inside through a built-in microphone / outside through a stereo jack**
Sensitivity / input impedance: **0 dB (775 mV) / 50 Kohm**
Kind of level adjustment: **Automatic**

Dimensions and weight

Dimension (W x L x H) / Weight: **482 x 370 x 45 mm / 5 Kg.**

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